

SOUL REAVER 2™

THE LEGACY OF KAIN SERIES



EIDOS
INTERACTIVE

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms relating to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room you are in is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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GETTING STARTED

YOUR PC

INSTALLING SOUL REAVER 2 ON YOUR PC

To install Soul Reaver 2 on your PC:

- Insert the Soul Reaver 2 CD into your PC's CD Drive.

If your computer has the Autorun option enabled, Soul Reaver 2's Autorun program will automatically run. Choose INSTALL from the Autorun program to install Soul Reaver 2 onto your PC's hard drive.

If Autorun is disabled, right-click on your PC's CD Drive icon and choose the EXPLORE option. Double-click on 'autorun.exe'. The Soul Reaver 2 installation process will now begin.

Note: To run Soul Reaver 2 on your PC you will need to have DirectX 8 installed. To install DirectX 8 on your PC:

- Select 'Install DirectX 8' from the Soul Reaver 2 Autorun program.

or

- Right-click on your PC's CD Drive icon and choose the EXPLORE option. Open the 'directx8' folder and double-click on 'dxsetup.exe'.

UNINSTALLING SOUL REAVER 2 FROM YOUR PC

To uninstall Soul Reaver 2 from your PC, choose UNINSTALL from the Soul Reaver 2 menu (Start Menu > Programs > Eidos Interactive > Soul Reaver 2 > Uninstall). The Uninstaller will completely remove Soul Reaver 2 from your PC's hard drive.

RUNNING SOUL REAVER 2

To run Soul Reaver 2, once the game has been installed on your PC's hard drive:

- Double-click on the Soul Reaver 2 icon on your computer's Desktop (if you chose this option when Soul Reaver 2 was installed)

or

- Select 'Soul Reaver 2' from the Soul Reaver 2 menu (Start Menu > Programs > Eidos Interactive > Soul Reaver 2).

or

- Insert the Soul Reaver 2 CD into your PC's CD drive.

If your computer has the Autorun option enabled, Soul Reaver 2's Autorun program will automatically run. Select PLAY to run Soul Reaver 2.

If Autorun is disabled, right-click on your PC's CD Drive icon and choose the EXPLORE option. Double-click on 'autorun.exe'. The Soul Reaver 2 installation process will now begin. Select PLAY to run Soul Reaver 2.

CONTROLS

Soul Reaver 2 allows you to reconfigure your controls to use your PC's Keyboard & Mouse; Keyboard; or Keyboard & a Gamepad. To reconfigure Soul Reaver 2's controls:

- Select CONTROL OPTIONS from the game's title screen.

GENERAL

Esc button	Pause/Resume
Cursor keys Up/Down	Select menu item
Enter	Accept menu selection

GAMEPLAY

Mouse	Cursor keys or gamepad directional buttons (configurable)
Gamepad	Rotate the camera left or right
'Jump'	Jump / Swim
'Crouch' + 'Jump'	High jump / Speed-burst underwater
Jump + 'Jump'	Hold Raziel's wings to glide
'Action/Light Attack'	<i>Action button:</i> Light attacks with claws or weapons / Pick up objects or weapons / Operate switches / Push, pull or rotate objects
'Heavy Attack/Shoot'	Powerful attacks / Aim and shoot projectiles in look-around mode
'Devour Soul'	Devour soul / Double-tap to turn Soul Reaver on and off (<i>once the Reaver has been enhanced</i>)
'Crouch'	Crouch
'Crouch' + 'Action'	Drop object or weapon
'Auto-Face'	Hold to Sneak or Auto-face the nearest enemy (release and re-press button to switch enemies)

'Look-Around'	Look-around mode
'Look-Around' + 'Heavy Attack'	Projectile mode – aim and shoot projectiles
'Block'	Block attacks
'Ring Menu'	Access the Ring menu (to: Shift between spectral and material realms / Summon or dismiss the Soul Reaver / Display the map)

STARTING A GAME

To start a new Soul Reaver 2 game:

- From the title screen, select START GAME, and then press Enter.

LOADING A GAME

To load a previously saved game:

- * Select LOAD GAME from the title screen and press Enter.
- * The game will display your Soul Reaver 2 save games.
- * Highlight the game that you wish to load and resume and press Enter.

SAVING A GAME

As Raziel explores the world of Nosgoth, he will discover ancient monoliths where he can save his current progress. These Save Points allow you to save the game to your PC's hard disk.

To save a game:

1. Stand Raziel on a Save Point platform, facing the central, Reaver-shaped obelisk.
2. Press the 'Action' button. Raziel will place his hand into the symbol recessed into the obelisk.
3. To complete the save select SAVE and press Enter to save the game.

Note: You cannot overwrite previous Soul Reaver 2 saves.



SETTING OPTIONS

To open the Options menu:

- Select OPTIONS from the Main Menu; or
- Press Esc to pause during a game, highlight OPTIONS and press Enter.

Note: Options that are not available on your PC will not be selectable.

2. Under GAME OPTIONS:

- Highlight the COMPASS option and press cursor left and right to toggle it ON or OFF.
- Highlight the HINTS option and press cursor left and right to toggle them ON or OFF.

3. Under SOUND OPTIONS:

- Highlight the VOLUME option and press cursor right and left to turn the volume Up or Down.
- Highlight the SOUND or MUSIC options and press cursor left and right to toggle them ON or OFF.

4. Under GRAPHICS OPTIONS:

- Highlight the FILTERING option and press cursor left and right to alter it to NO FILTERING, BILINEAR FILTERING or TRILINEAR FILTERING. Choose the filtering option which gives the best results on your PC.
- Highlight the ANTIALIAS option and press cursor left and right to toggle antialiasing ON or OFF.
- Highlight the GAMMA option and press cursor right and left to turn it Up or Down. Use Gamma Correction to lighten or darken Soul Reaver 2's display as required.
- Highlight the SHARPNESS option and press cursor right and left to turn it Up or Down. Use Sharpness to sharpen or soften Soul Reaver 2's display as required.

- Highlight the RESOLUTION option and press Enter. Select WIDTH, HEIGHT or BIT DEPTH using cursor right and left to change the game's display as required.

- Highlight SELECT THIS RESOLUTION and press Enter to use new settings. Select CANCEL to return to the GRAPHICS OPTION menu without changing the display.

Note: It is possible to set options or combinations of options which may make you unable to play Soul Reaver 2 on your PC. If this happens, use the RESET option of Soul Reaver 2's setup program (Start Menu > Programs > Eidos Interactive > Soul Reaver 2 > Setup) which will restore the game's graphic options.

5. Under CONTROL OPTIONS:

- Highlight MOUSE + KEYBOARD and use cursor left and right or Enter to change control method to KEYBOARD or GAMEPAD + KEYBOARD.

- Highlight device to be configured and press Enter.

- Select a function and press Enter to reconfigure it.

Note: The keyboard configuration under KEYBOARD and KEYBOARD & GAMEPAD is common.

6. Highlight GO BACK and press Enter to return to previous menu.

THE DARK CHRONICLE

Over the course of the game, SOUL REAVER 2's complex story unfolds through numerous cinematic events. After each major story event in the game, the dialogue script for that scene is unlocked and can thereafter be reviewed, using the Dark Chronicle.

To access the Dark Chronicle:

- Press Esc to pause during a game, highlight DARK CHRONICLE and press Enter.

THE MAP AND COMPASS

To aid navigation around Nosgoth, a map and compass can be displayed on-screen.

The compass rotates to show you which direction Raziel is facing. The map shows Raziel's current location within Nosgoth and highlights his next goal.

To display the compass:

- Select OPTIONS from the Main Menu; or
- Press Esc to pause during a game, highlight OPTIONS and press Enter.
- From the OPTIONS menu, select GAME OPTIONS and press Enter.
- From the GAME OPTIONS menu, select COMPASS and press cursor left and right to toggle it ON or OFF. The compass is ON by default.



To display the map:

- At any time during gameplay, press 'Ring Menu' to display the Ring Menu.
- Press cursor left and right to rotate the menu to the Map icon and press Enter.



On the map screen, you can use the cursor keys to highlight known or previously-explored locations within Nosgoth. The name of each location is displayed on-screen when highlighted.

To exit the map screen, press Esc.

HISTORY OF NOSGOTH

THE PILLARS

In the centuries before Kain's birth, the land was protected by an oligarchy of sorcerers known as the Circle of Nine.

These guardians were sworn to serve and protect the Pillars of Nosgoth, the ancient edifice towering over the earth as a manifestation of the mysterious power that preserved and gave life to the land.

But the Circle was infiltrated by dark forces, and Ariel – the Balance Guardian – was cruelly murdered. Her assassination sent psychic shockwaves throughout the Circle, and in their derangement the remaining sorcerers turned their powers to dark purposes, poisoning the land with their sorcery and abandoning the Pillars to stand like silent, decaying sentries.

DESTINY

Into this dying world Kain was born. The son of an aristocratic Nosgoth family, he lived the privileged life of a nobleman, never realizing his undiscovered destiny – that he was marked from birth as Ariel's successor, fated to take her place as the Guardian of Balance.

Ignorant of his destiny, the ambitious but directionless Kain roamed the land – during one fateful journey, he was ambushed by brigands and murdered, cruelly impaled on his assassin's sword.

A DARK COVENANT

Plucked from the brink of oblivion by the Necromancer Mortanius, Kain awakened in the underworld, still transfixed by his enemy's blade. Tormented by his hunger for vengeance, and heedless of the spiritual cost, Kain recklessly accepted the Necromancer's offer of revenge – and rose from his tomb to discover that he had been resurrected as a vampire.

Kain quickly tracked down his assassins and exacted his bloody revenge. With his vengeance and hunger sated, he sought only a cure for the vampiric curse that afflicted him. Guided by Mortanius and the spectre Ariel – now bound helplessly to the decaying Pillars she once served – Kain hunted down each of the corrupt sorcerers now poisoning Nosgoth. Only with their deaths could the Pillars be healed – and only by restoring Balance would Kain be released from his vampiric curse.

At first reluctant to live the horror of an existence blighted by a thirst for human blood, Kain soon adapted and discovered, within his darkened soul, a growing disaffection for humankind as he embraced his newfound immortality.

During his journey, Kain discovered and claimed the Soul Reaver, an ancient soul-devouring blade, and stumbled across – not so coincidentally – a time-streaming device created by Moebius, the Guardian of Time.

FRAGILE HISTORY

Against the counsel of the ancient vampire Vorador, Kain found himself embroiled in human events, caught in a bloody battle between Ottmar's Army of Hope and the ruthlessly advancing armies of the Nemesis, from the north. As the tide of the battle turned, Kain used his only means of escape – the time-streaming device, which swept him nearly 50 years back into Nosgoth's past.

Hoping to alter the course of Nosgoth's history, Kain assassinated the young King William the Just, who would become the diabolic tyrant known as the Nemesis. After sating himself on his victim's blood, Kain returned to the present – only to discover that his murder of the beloved King had ignited a genocidal war against vampires, led by the Time-Streamers Moebius, himself.

Upon his return, Kain witnessed the future that he had wrought – and the final, triumphant act of Moebius's cold-blooded mob. Vorador, the last of the era's vampires, is guillotined and his head held aloft for a cheering, bloodthirsty crowd – leaving Kain the sole surviving vampire in Nosgoth.

FATEFUL DILEMMA

As his quest brought him full-circle, Kain confronted the destiny that Mortanius and Ariel had hidden from him – that he was the Balance Guardian, and that only by sacrificing himself could he restore the Pillars. Ariel presented him with a final, climactic decision – sacrifice himself to heal the land, but ensure the extinction of the vampires; or refuse the sacrifice, and seal the world's corruption.

Revolted by the machinations of the human sorcerers and alienated from his former humanity, Kain chose the latter path – opting to rule the world in its damnation rather than commit himself to oblivion. This apocalyptic act completed the Pillars' destruction – the mighty columns toppled as Kain sealed their ruinous fate – and damned Ariel to ceaselessly haunt the dilapidated Pillars she once served. Until the Balance is restored, she can never be released.

KAIN'S EMPIRE

Kain concluded with the epiphany that Vorador was right – that vampirism is not a curse but a blessing. That vampires are dark gods whose duty it is to thin the human herd.

With intentional irony, Kain established the ruined Pillars as the symbolic seat of his new empire, and the unrestored Balance Pillar as the base of his throne. In an act of calculated blasphemy, Kain raided the ancient tomb of the Sarafan, a fanatical order of warrior-priests once sworn to eradicate the vampires plaguing Nosgoth. From the desiccated corpses of these long-dead knights, Kain raised his six vampiric "sons" to become the Lieutenants of his fledgling empire.

But the Pillars, Kain ultimately realized, were more than just a human edifice – the health of the Pillars was tied inextricably into the health of the land. With the Pillars left unrestored, corruption seeped slowly into the land like a poison, turning his empire into an irredeemable wasteland.

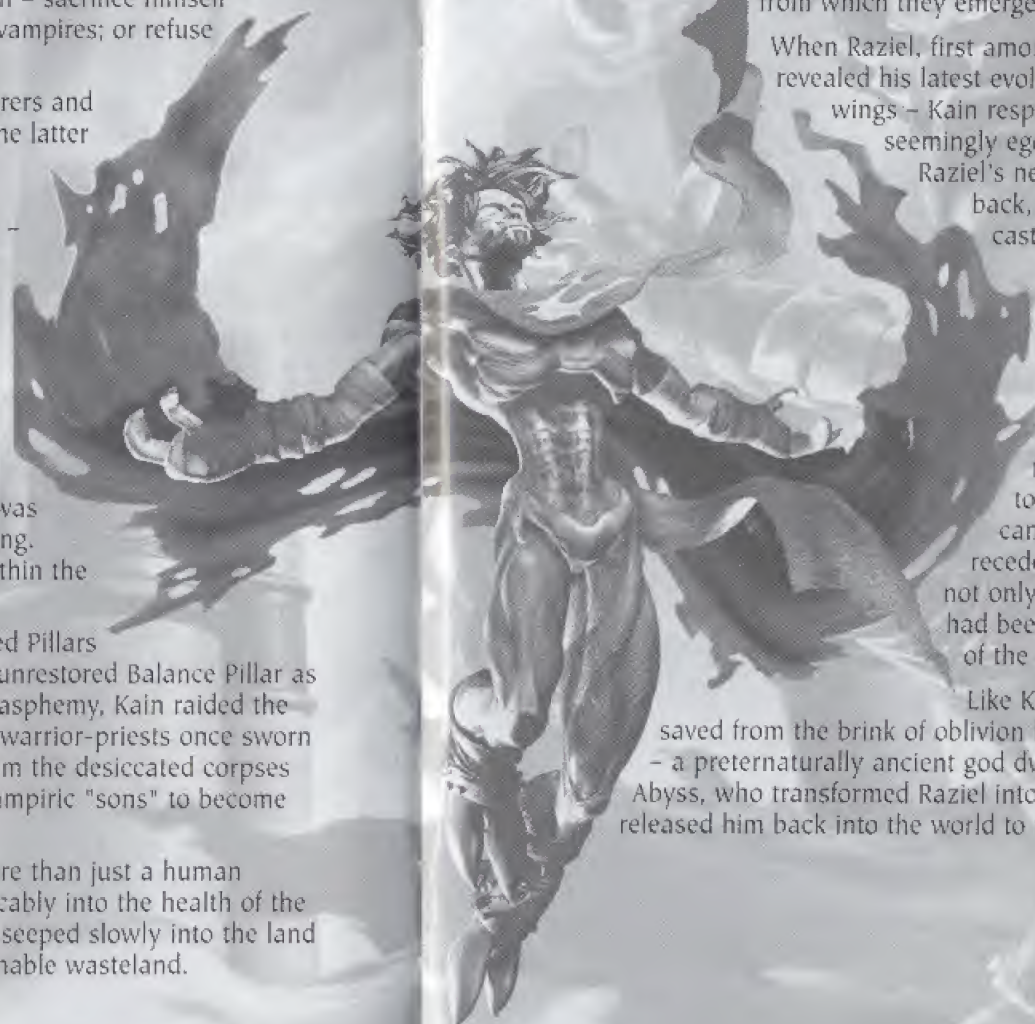
CONDEMNED

Rather than evolving slowly over time, vampires experience periods of accelerated metamorphosis, entering dormant states from which they emerge transformed.

When Raziel, first among Kain's Lieutenants, revealed his latest evolution – a pair of bat-like wings – Kain responded with an act of seemingly egotistical sadism. Tearing Raziel's newly fledged wings from his back, he ordered Raziel to be cast into the Lake of the Dead, where he would burn forever in the roiling Abyss.

Raziel tumbled endlessly into the murky depths, his flesh dissolving as he burned with white-hot fire. After an eternity of torment, Raziel's ruined body came to rest – and as the pain receded, he realized that he had not only survived the descent, but had been delivered to the very seat of the Underworld.

Like Kain before him, Raziel was saved from the brink of oblivion by a mysterious benefactor – a preternaturally ancient god dwelling in the depths of the Abyss, who transformed Raziel into a devourer of souls, and released him back into the world to take his revenge.



VENGEANCE

Raziel, now the Elder God's fledgling angel of death, resurfaced to discover that centuries had inexplicably passed since his execution. Kain's empire lay in ruin, and Raziel found himself assailed by the degenerate offspring of his former brethren, who had long-since devolved into monstrous forms.

Undeterred by these revelations, Raziel pursued Kain across Nosgoth's blasted landscape, galvanized by a hunger for revenge, and a relentless new thirst – not for the blood of humans, but for the vampires' apostate souls.

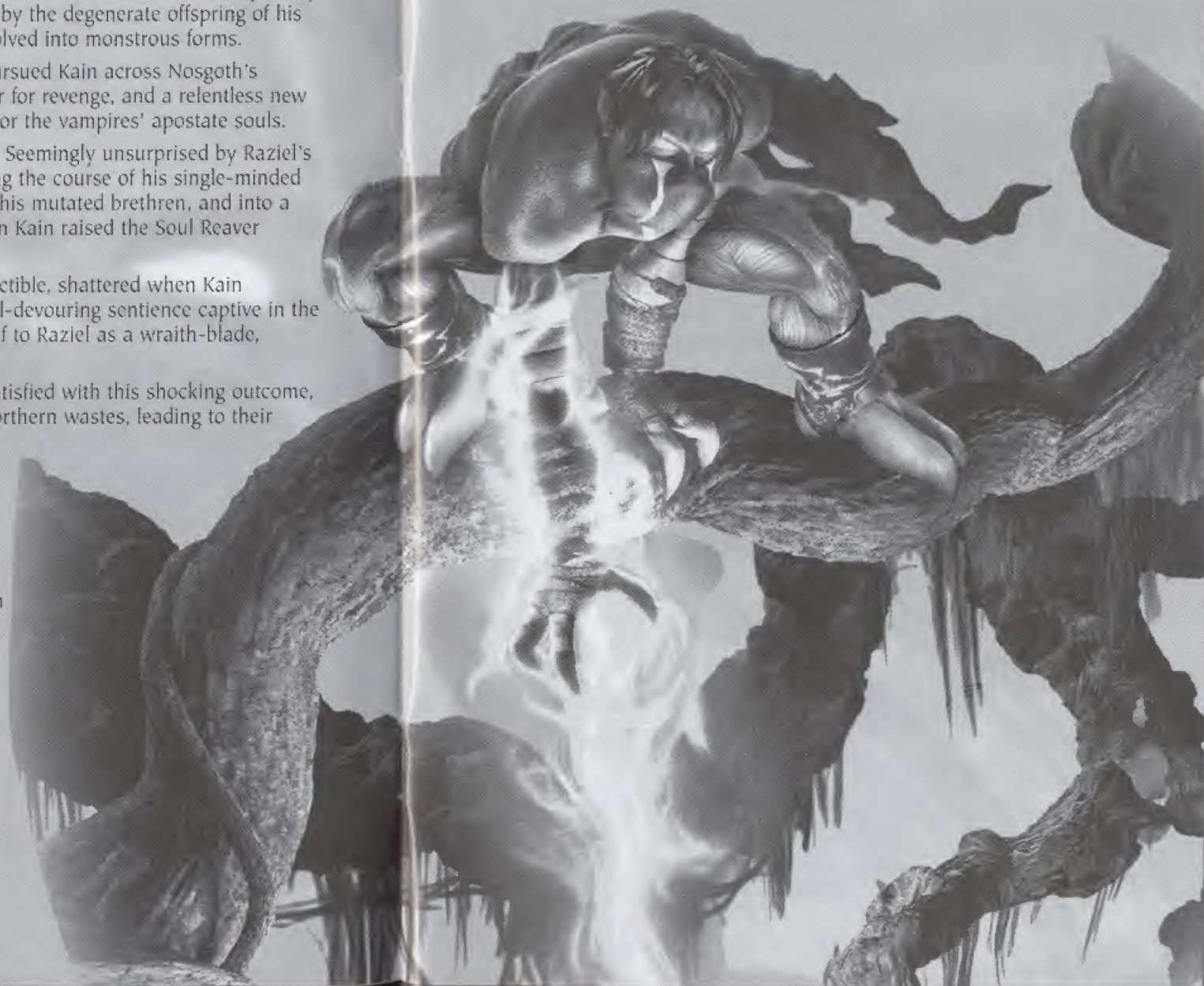
Kain, however, had other plans for Raziel. Seemingly unsurprised by Raziel's miraculous return, Kain baited Raziel along the course of his single-minded vendetta, channeling him into battle with his mutated brethren, and into a fateful confrontation at the Pillars, wherein Kain raised the Soul Reaver against Raziel.

The ancient blade, believed to be indestructible, shattered when Kain attempted to strike Raziel down. The soul-devouring sentience captive in the blade was thus released, and binding itself to Raziel as a wraith-blade, became his symbiotic weapon.

Kain seemed not stunned but strangely satisfied with this shocking outcome, and lured Raziel further into Nosgoth's northern wastes, leading to their final confrontation in Moebius's long-abandoned Chronoplast chamber.

THE STORY CONTINUES

Driven by the fatalistic visions revealed in Moebius's chambers, Kain activates the time-streaming portal that would propel him and Raziel centuries into Nosgoth's past. Free will, Kain argues, is an illusion. Their fates are intertwined in ways that Raziel has not yet begun to fathom...



RAZIEL'S HEALTH

As Nosgoth's newly-fledged reaper of souls, Raziel is immortal; he cannot be killed. He can, however, lose the spirit energy which sustains him – it is this energy which enables him to manifest in the Material Realm.

The Health Coil, displayed in the lower right corner of the screen, tracks Raziel's spiritual energy reserves. In the Material Realm, Raziel constantly consumes energy in order to maintain his physical form – thus, in Material, the Health Coil continuously drains. Damage from enemies further degrades his physical form, and hastens the loss of his spirit-energy. To replenish his energy and maintain his physical manifestation, Raziel must regularly feed on the souls of his enemies.

If his energy depletes completely in Material, Raziel's physical form evaporates and he is immediately shunted back into the Spectral Realm. In Spectral, Raziel slowly absorbs the spirit energy latent in his surroundings; his health will gradually recover. He can hasten his recovery by consuming the lost spirits of the underworld, and devouring the souls of spectral enemies.



CHECKPOINTS

Throughout his journey, Raziel discovers arcane landmarks which are attuned to his spirit energy. When he passes these markers, a wisp of his energy is drawn into the ring, illuminating it – this creates a spiritual beacon.

When Raziel's energy is depleted in the Spectral Realm, his spirit is instantly drawn to the site of the most-recently activated beacon, and Raziel is restored.



FEEDING ON SOULS

To sustain his physical manifestation in the Material Realm, and to replenish his spirit-energy in the Spectral Realm, Raziel must consume the souls of his enemies. He can also feed on the energy of disincorporated spectral enemies.

When Raziel defeats an enemy in the Material Realm, its soul floats free from its body.

To consume a creature's soul:

- Press and hold 'Devour Soul' to devour the liberated soul.

Unfettered souls only briefly remain in the Material Realm, before passing into the spirit world. Raziel must consume enemies' souls promptly, or else they may escape.

Lost souls can often be found floating freely in the Spectral Realm, and are easy prey. Spectral enemies become insubstantial when their energy is depleted; these translucent foes can also be devoured.



THE SOUL REAVER

As a wraith-blade, the Soul Reaver is symbiotically bound to Raziel – as such, it can never be dropped or lost.

The Soul Reaver is the only weapon that Raziel can carry with him between the Spectral and Material Realms – all other physical weapons are discarded when Raziel shifts into Spectral. The Reaver is Raziel's sole and constant weapon while in the Spectral Realm.



No longer a physical blade, the Soul Reaver's spectral appearance is its true form. But like Raziel, the Reaver can also manifest in the Material Realm, as an energy blade.

At the very beginning of the game, the Soul Reaver is relatively weak, and will only manifest in the Material Realm when Raziel's spirit-energy is full. But early on, an event transpires which permanently enhances the Reaver and alters its behavior. Once this event occurs, the Soul Reaver can be summoned at will.



After this event, to summon or dismiss the Soul Reaver:

- Press 'Ring Menu' to open the Ring Menu, highlight the Reaver icon, and press 'Action'; or
- Double-tap 'Devour Soul'.

THE SOUL REAVER IN COMBAT

The Soul Reaver is a sentient weapon, and as such has a will and an appetite of its own. The blade is formidable, but its power comes at a cost.

- With each strike, the Reaver's soul-hunger becomes increasingly aroused, as represented by the circular meter surrounding Raziel's health coil.
- The Reaver devours the souls of its victims. Raziel is unable to feed on these discorporated souls before they are absorbed by the Reaver.
- As it absorbs enemies' souls, the Reaver grows in power, and does increasingly more damage with each strike.

- If the Reaver is allowed to become over-aroused – indicated when the meter forms a full circle, surrounding Raziel's health coil completely – it will turn its hunger on Raziel, and parasitically drain his spirit energy.



Note: if the Soul Reaver is used to weaken an enemy, but the fatal blow is delivered with another weapon, that creature's soul will be released – but the soul will have been damaged by the Reaver, and will thus yield less energy for Raziel.

FORGING THE SOUL REAVER

Over the course of his journey, Raziel discovers a number of ancient Forges hidden throughout Nosgoth. Each Forge is attuned to a specific elemental power, and presents a challenge to Raziel – a central puzzle which must be solved before the Forge can be activated.

Once a Forge is activated, Raziel can augment the Soul Reaver by plunging the blade into the Forge's central, elemental well – these forging events transform the Reaver. Each elemental enhancement provides Raziel with new abilities, which enable him to overcome otherwise impassable obstacles, and reach areas that were previously inaccessible.



Note, however, that because the Reaver's physical manifestation is temporary, so are its elemental enhancements. When Raziel shifts into the Spectral Realm, the Soul Reaver returns to its wraith form – and when summoned again in Material, the blade will always assume its basic manifestation.

When forged, the Reaver blade is permanently primed with the associated elemental power. And because the Soul Reaver retains that elemental potential, the blade can thereafter be re-imbued with that element at any time.

ELEMENTAL FONTS

Associated with each Forge are a number of elemental fonts, scattered throughout Nosgoth. These basins are dormant until the Soul Reaver is forged. When the Reaver is forged, all the fonts attuned to that element are instantaneously activated.

To re-imbue the Soul Reaver with an elemental power:

1. Summon the Soul Reaver.
2. Stand next to an activated elemental font and press 'Action'. Raziel will pass the Reaver through the font's elemental energy, and the blade will be elementally enhanced.

As long as Raziel remains in the Material Realm, the Soul Reaver will retain its most recent elemental imbuing. Even if the Reaver is deactivated, when summoned again it will resume its previous elemental state. The elemental imbuing is only lost when Raziel shifts into the Spectral Realm.

If the Reaver is currently elementally imbued – even if the blade has been dismissed – the current elemental state will be indicated by a symbol displayed in the lower left-hand corner of the screen.

Note that in the Spectral Realm, the Reaver always retains its basic wraith form. While in Spectral, the blade cannot be elementally imbued.

THE SOUL REAVER'S ELEMENTAL ABILITIES

Throughout his journey, Raziel will discover barriers and objects which are specially attuned to the various elemental Reavers. These objects – which are often inscribed with the elemental symbol to which they are attuned – are activated in a variety of ways.

To prepare to interact with Reaver-related objects:

1. Summon the Soul Reaver.
2. Imbue the Reaver with the required elemental power (if needed).

In Nosgoth's ancient places, the Reaver can often be used as a key to unlock sealed barriers. Some barriers are simply attuned to the Soul Reaver itself; others require a specific elemental Reaver.



To unlock a barrier with the Soul Reaver:

1. Summon and imbue the Reaver (if necessary), then stand in front of the barrier and press the 'Action' button to insert the Reaver into the symbol-keyhole. If the Soul Reaver is correctly imbued, the barrier will be unlocked.

Some elemental Reavers can be inserted into specially-marked platforms, to trigger events critical to the solution of puzzles.

To activate an elemental-Reaver platform:

1. Summon and imbue the Reaver (if necessary), then stand on the platform and press the 'Action' button to insert the Reaver downward into the symbol-keyhole.

Certain objects can be activated only when struck with a specific elemental Reaver projectile.

To shoot a target with the Soul Reaver projectile:

1. Summon and imbue the Reaver (if necessary).
2. Hold 'Look-Around' to enter look-around mode.
3. Hold 'Heavy Attack' to gather the Soul Reaver's power.
4. Use the cursor keys; mouse or the gamepad's directional buttons to aim the cursor at the target object.
5. Release 'Heavy Attack' to shoot the Reaver projectile.



RAZIEL'S ABILITIES

GLIDING

1. Press 'Jump' to jump.
2. While in mid-air, press 'Jump' again to grab hold of Raziel's wings, and continue holding 'Jump' to glide.
3. Release 'Jump' at any time to drop to the ground.
4. To slow Raziel's forward momentum and float straight downward, hold 'Auto-Face' while gliding.

Raziel can gain additional lift by gliding over updrafts, where they occur. To get the maximum boost from an updraft, it may help to hold 'Auto-Face' while gliding through it.



SNEAKING

By sneaking, Raziel can move carefully over otherwise precarious terrain. Sneaking also enables Raziel to move silently, potentially avoiding enemy detection.

To sneak:

1. Press and hold 'Auto-Face' while moving Raziel.

Raziel cannot fall off ledges or platforms while sneaking.



CROUCHING/CRAWLING

1. Hold 'Crouch' to crouch.
2. Crawl by holding 'Crouch' while moving Raziel.

Raziel cannot fall off ledges or platforms while crawling.

PHASING THROUGH GATES

In the Spectral Realm, Raziel is able to briefly dissolve his physical form and pass through certain permeable barriers – like gates and fences – which are otherwise impenetrable.

To phase through a gate or fence:

1. While in the Spectral Realm, push against the barrier. Raziel will dematerialize and pass through.

Note: gates must be permeable from floor to ceiling in order for Raziel to phase through.



SWIMMING

Raziel can only swim while in the Material Realm.

Water in the Spectral Realm has no buoyancy; it is as ephemeral as air. Therefore Raziel cannot swim while in Spectral, and is forced to walk along the bottom of flooded areas. While in Spectral, he will not be able to reach areas only accessible from the water's surface.



To swim in the Material Realm:

1. While in the water, tap 'Jump' once to swim one stroke, or tap 'Jump' repeatedly to swim with quick, successive strokes.
2. You can also hold 'Jump' to swim at a constant speed.
3. To swim more slowly, and turn with more precision, hold 'Auto-Face' while using the 'Jump' button to swim.

To jump out of the water, or propel yourself with a burst of speed underwater:

1. Press and hold 'Crouch' to coil back in the water.
2. Press 'Jump' to propel Raziel out of or through the water.

To climb out of the water:

1. Swim to a low bank or ledge.
2. Move Raziel toward the edge to pull up onto it.

Note: some ledges are too high to pull up onto. To reach high ledges, propel Raziel up out of the water using 'Crouch' + 'Jump'.

SCALING WALLS

Raziel is able to climb certain walls which are distinctively etched.

Scaling walls is only possible while in the Material Realm. Raziel cannot grab onto scalable walls in Spectral, and if he transitions to the Spectral Realm while climbing a wall, he will automatically drop to the ground.

Raziel cannot engage in combat while scaling a wall. If there are enemies present, it may be wise to dispatch them before climbing. This is particularly true for enemies that can shoot projectiles – if a missile strikes Raziel, he will be knocked off of the wall.

To scale walls:

1. Press 'Jump' to jump onto a scalable wall surface.
2. Move Raziel across, up or down the wall using the cursor keys or the gamepad's directional buttons. Raziel automatically pulls up onto ledges when he reaches the top of the wall.
3. Press 'Jump' to drop off the wall.



FIRING TELEKINETIC FORCE PROJECTILES

When not equipped with the Soul Reaver or carrying another weapon or item,

Raziel can gather and fire a blast of telekinetic energy from his hand. Enemies struck by the sphere of force are propelled backward – and may be injured if they strike a wall or other damaging obstacle – but the projectile itself does little damage.

You must aim the force projectile manually, like all other projectiles.

To cast a telekinetic force projectile:

1. Hold 'Look-Around' to enter look-around mode.
2. Hold 'Heavy Attack' to gather the projectile's power.
3. Use cursor keys or the gamepad's directional buttons to aim the target cursor.
4. Release 'Heavy Attack' to hurl the projectile.

COLLECTING AND USING OBJECTS

There are four basic types of objects found in SOUL REAVER 2:

- Weapon objects that can be picked up and carried.
- Large rotatable and moveable objects that can be reoriented or relocated.
- Contextual objects, such as doors and switches, which can be operated.
- Puzzle objects which can be picked up, carried, and placed.

Raziel can ONLY interact with objects while in the Material Realm!

In the Spectral Realm, physical objects are insubstantial and cannot be manipulated – therefore OBJECT INTERACTION IS IMPOSSIBLE WHILE IN SPECTRAL. Raziel cannot pick up weapons, move or rotate objects, open doors, or use puzzle objects. Any carried objects are automatically dropped when Raziel shifts into the Spectral Realm.

WEAPON OBJECTS

Throughout the game, Raziel discovers various weapon objects – either placed in the environment, or dropped by enemies – which he can pick up and arm himself with. These objects generally fall into 2 categories: one-handed weapons (such as swords and torches), and two-handed weapons (such as poleaxes and staves).



To pick up a weapon object:

1. Move Raziel near or over the object.
2. Press 'Action' to pick up the object.

To put down an object:

1. Hold 'Crouch' to crouch, and press 'Action'.

LARGE ROTATABLE AND MOVEABLE OBJECTS

As he explores the ruins of Nosgoth, Raziel will encounter a variety of moveable and rotatable objects, which he can reposition or reorient to solve puzzles.

To turn a rotatable object:

1. Position Raziel next to the object.
2. Press and hold 'Action' to grab onto the object, and use the cursor keys or the gamepad's directional buttons to rotate the object clockwise or counterclockwise.
3. When the object is correctly oriented, release 'Action' to release the object.

To grab and reposition a moveable object:

1. Position Raziel next to the moveable object.
2. Press and hold 'Action' to embed Raziel's claws into the object.
3. While holding 'Action', use the cursor keys or the gamepad's directional buttons to drag the object forward, backward, left or right.

Note that moveable objects are often constrained by their surroundings – they cannot be dragged over rises or drops in the terrain.

4. Release 'Action' to disengage the object.

Note: some free-standing moveable objects can also simply be shoved, by standing next to the object and tapping 'Action'. It is also possible to shove some objects using Raziel's Telekinetic Force projectile.



CONTEXTUAL OBJECTS

Raziel encounters a variety of interactive objects in the environment, including doors and switches.

To operate contextual objects:

1. Move Raziel next to the object.
2. Press 'Action' to interact with the object.

Note: some lever-type switches require Raziel to hold the switch in the "on" position in order to unlock or open a gate. If he releases the mechanism too early, the barrier will close. To operate these switches, hold 'Action' to pull the lever until the gate audibly locks into the open position.



PUZZLE OBJECTS

Over the course of his journey, Raziel will discover a variety of puzzle objects. Like weapons, these objects can be picked up and carried, but each one serves a unique purpose in the solution of a specific puzzle. Because each has a distinct function, these objects can take various forms – from reflector disks which must be positioned to bounce sunlight onto targets, to emblem "keys" which trigger events or open doors.

Note that while carrying puzzle objects, Raziel's other mechanics are limited. For instance, he cannot engage in combat, open doors or manipulate other objects, climb scaleable walls, glide or open his cowl to devour souls.

To pick up a puzzle object:

1. Move Raziel next to the object.
2. Press 'Action' to pick up the object.

To use or place a carried puzzle object:

1. Move Raziel next to the receptacle for the puzzle object.
2. Press 'Action' to place the object in the receptacle.

To drop a carried puzzle object:

1. Crouch using 'Crouch' and press 'Action' to drop the object.

Note however that most puzzle objects are magical, and – once abandoned – will promptly disappear and reset to their point of origin. Consider carefully before dropping an important puzzle object!

COMBAT

SOUL REAVER 2's combat system encourages and rewards strategic maneuvers. Both Raziel and his opponents are able to deliver combinations of light and heavy blows, dodge, evade, and block attacks, and launch counterattacks.

AUTOFACING ENEMIES

The key to success in combat is the ability to engage your opponent face to face. SOUL REAVER 2 features an autoface button to simplify this process. By autofacing, Raziel can more easily move laterally around enemies, making it possible to dodge blows and swiftly counter-attack.

To autoface:

1. When near an enemy, press and hold 'Auto-Face' to automatically face the closest opponent. The enemy that Raziel is currently facing will be highlighted.

To face a different enemy:

1. Release 'Auto-Face', then re-press and hold 'Auto-Face' to automatically face the next closest enemy.

To exit autoface mode:

1. Release 'Auto-Face'.

SINGLE AND COMBINATION ATTACKS

Raziel can deliver a variety of light and heavy attacks. Light attacks are faster and more responsive than heavy attacks, but do less damage.



For light attacks:

1. Press 'Action' to deliver a light attack with Raziel's claws or the weapon he is currently holding.
2. Tap 'Action' repeatedly to execute a combination of light attacks.

For heavy attacks:

1. Press 'Heavy Attack' to execute a heavy attack on an enemy.
2. Tap 'Heavy Attack' repeatedly to execute a combination of heavy attacks.

DODGING AND DUCKING ATTACKS

Dodging enemies' attacks is one of the fundamental skills of combat. Against the most formidable enemies, dodging becomes almost essential to evade blows and effectively counter-attack.

1. In autoface mode, press 'Jump' while moving Raziel away from, toward or to the side of the enemy.

Raziel can also crouch while in autoface mode, to duck enemies' high attacks. If this strategy is overused, though, enemies will respond by targeting Raziel with low attacks.



BLOCKING

Raziel can block enemy attacks using his arms or currently-equipped weapon. Blocking can be a powerful method of defense – but if Raziel relies too heavily on this strategy, enemies will respond by using heavy, unblockable attacks against him.

1. While autofacing an enemy, press 'Block' to block an enemy attack.

LUNGING ATTACKS

Lunging attacks cover more distance than any single combination attack, and generally do more damage, but are more difficult to execute.

To perform a lunge attack:

1. While autofacing, press 'Jump' and move toward the enemy to lunge forward – then quickly press either 'Action' or 'Heavy Attack' to execute the attack.

Raziel can also execute a crouching lunge attack which, when performed properly, will trip up most enemies.

To perform a crouching lunge:

1. When autofacing an enemy, hold 'Crouch' to crouch, then tap 'Heavy-Attack' while pressing the cursor keys or the gamepad's directional buttons up.



FATAL BLOWS

Once an enemy has been weakened into a stunned state by a combination of light and heavy attacks, Raziel can dispatch the enemy with a fatal blow.

To execute a fatal blow:

1. While near a stunned enemy, press either 'Action' or 'Heavy Attack'.

USING PROJECTILES

All of Raziel's weapons, including the Soul Reaper, can be utilized as projectiles. Projectiles must be manually-aimed while in look-around mode.

To switch to projectile-mode, and aim at target objects or enemies:

1. Press and hold 'Heavy Attack' while in look-around mode (holding 'Look-Around').
2. Use the cursor keys or the gamepad's directional buttons to aim the target cursor.
3. Release 'Heavy Attack' to shoot or throw the projectile.

To cancel without shooting or throwing the projectile:

1. Release 'Look-Around' to exit look-around/aiming mode.

Note that projectiles can be used not only for combat, but for puzzle-solving purposes as well.

THE SPECTRAL AND MATERIAL REALMS

Following his execution, Raziel was transformed into a creature of the Spectral Realm, the realm of the dead. Through force of will, he is able to gather matter to his spirit-form, and make himself manifest in the world of the living, known as the Material Realm.

- The Spectral Realm is a darker, more twisted version of the Material Realm. As Raziel passes from one realm to the other, the world warps around him, distorting and reshaping itself. This terrain distortion may open a path in one realm which is otherwise impassable in the other.
- Some of Raziel's mechanics are only effective on one realm or the other. In general, physical actions that require interaction with objects or terrain are only functional in the Material Realm.



MATERIAL REALM



SPECTRAL REALM

- Different creatures inhabit the Material and Spectral Realms. But some creatures – like Shades and Demons – are able to shift realms to pursue Raziel.
- In the Spectral Realm, time is irrelevant. While Raziel is in the Spectral Realm, time stops in the Material Realm.

- While in the Material Realm, Raziel constantly burns spirit-energy in order to maintain his physical form. To sustain his existence in the Material Realm, Raziel must feed on the souls of his enemies to replenish his spirit-energy. If Raziel becomes too damaged or fails to feed, he will automatically be shunted back into the Spectral Realm.



- In the Spectral Realm, Raziel's spirit energy gradually recovers. He can accelerate his recovery by devouring the lost souls wandering the Spectral Realm, and consuming the souls of his spectral enemies.
- At any time, Raziel can easily abandon his physical manifestation, and voluntarily shift from the Material Realm back to the Spectral Realm.
- In the Spectral Realm, Raziel can only shift back to the Material Realm if his energy is fully restored, and he has a planar portal at his disposal.



SHIFTING FROM MATERIAL TO SPECTRAL

To shift from Material to the Spectral Realm:

1. Press 'Ring Menu' to open the Ring menu.
2. Highlight the Shift icon.
3. Press Enter to shift into the Spectral Realm.

SHIFTING FROM SPECTRAL TO MATERIAL

To shift from Spectral to the Material Realm:

1. Ensure that Raziel is at full health, and locate a planar portal.
2. Stand in the center of the portal.
3. Press 'Ring Menu' to open the Ring menu.
4. Highlight the Shift icon and press 'Action'.

Note that if Raziel's health coil is not full, the Shift icon will be disabled. Raziel must regain full health (by feeding on souls and disincorporated enemies in the spectral realm) before he can use the portal.

TIME TRAVEL

Moebius the Time Streamer – an ancient human sorcerer gifted with the power to bend time – constructed Time Streaming Devices to travel to various ages of Nosgoth's history.

The success of Raziel's quest depends on his ability to find and unlock these chambers, to be delivered to the different eras in which his destiny unfolds.



NOSGOTH'S INHABITANTS

SLUAGH

These craven scavengers prowl the Spectral Realm, preying on the lost souls wandering in the spirit world. They tend to travel in packs in order to corner and overwhelm their prey. The smaller Sluagh are cagey and evasive in combat; their larger brethren are more swift and aggressive.

SHADES

These soulless shadow-creatures are able to manifest at will in either the Spectral or Material Realms. They are easy prey, but often confound Raziel by stealing the elemental energy from fonts and Reaver-barriers, thus forcing Raziel to confront them before he can proceed.

THRALLS

These ancient, undead warriors are charged to eternally guard Nosgoth's ancient shrines, and challenge any intruders. Some Thralls exhale projectiles at Raziel, and will strive to keep their distance, but will attack if cornered. Thralls sometimes carry emblem-keys which Raziel needs in order to progress.

VAMPIRES

In the historical eras that Raziel visits, he discovers that Nosgoth's early vampires were persecuted and eventually hunted to extinction. Out of self-preservation, the vampires have retreated from the world, and Raziel therefore encounters few of their kind.

VAMPIRE HUNTERS

These are the soldiers of Moebius's mercenary vampire-hunting army. Swordsmen are slower than their comrades, but more formidable. Pikemen are swift, but their attacks are not as powerful. Cannoneers can be fearsome from a distance, but have only limited close-range fighting ability.

ATTACK DOGS

Both the Vampire Hunters and their descendants, the Demon Hunters, use attack dogs which they've outfitted with cruel-looking weapons. Dogs are able to sense Raziel from a longer range than most enemies.

SENTRIES

These guardians, often mounted above doorways and archways, will destroy any creature that tries to cross the threshold. A single blast from a Sentry will unerringly shunt Raziel into the Spectral Realm. Sentries can never be destroyed, but can be disabled by a specific weapon's projectile.

DEMONS

The Demons plaguing Nosgoth are able to rip through from the Demon Realm into the physical world at will. As the spiritual health of the land declines, the barriers between the Realms are weakened, and become more easily permeable.

Raziel has to contend with several forms of Demon, each armed with its own distinctive attacks, and will often find himself ambushed and trapped by impassable Demon barriers which force him into combat. Demons are also able to shift between Material and Spectral at will, and can thus pursue Raziel from one realm to the next.

DEMON HUNTERS

With the vampire threat exterminated, Moebius's mercenary army evolved and turned their attention to the Demons now menacing Nosgoth. These Hunters are more skilled and aggressive than their ancestors.

As with the Vampire Hunters, the swordsmen tend to be slower, but more powerful; the pikemen are swift, but not as strong; and the cannoneers are formidable from a distance, but have limited close-range fighting ability.

MUTANTS

These degenerate creatures evolved in the decades following Kain's fateful decision at the Pillars. They shamble on one deformed limb while attacking with the atrophied claw of another.

SARAFAN WARRIORS

The Sarafan are a monastic sect of warrior-priests, made legendary by their holy war against the vampire menace, in Nosgoth's early history. The Sarafan are formidable enemies, renowned both for their ruthlessness and a fanatical devotion to their crusade. Sarafan warriors are sometimes aided in combat by spell-casting sorceresses, who will attempt to flee if cornered.

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